

IN THE CLAIMS:

Please cancel claims 6 and 16 and amend claims 1, 5, 11 and 15 in accordance with the following listing showing the status of all claims in the application.

1. (Currently Amended) A method for use in delivering programming content, said method comprising:

(a) dividing programming content into smaller chunks of data, wherein said programming content comprises at least one of (i) a software program or (ii) content for playing on an electronic device;

(b) creating a chunk file for each chunk of data, said chunk file including said chunk of data;

(c) generating a manifest file that includes information describing how to at least one of execute or play the chunks of data; and

(d) transmitting the chunk files created in step (b) and the manifest file generated in step (c) to a remote location,

wherein at least ~~some one~~ one of the ~~chunk files are~~ files transmitted in step (d) is transmitted electronically and at least one of the files transmitted in step (d) is transmitted on at least one a physical storage medium.

2-4 (Canceled)

5. (Currently Amended) A method according to claim 1, wherein the chunk files are distributed across a set of ~~said~~ physical storage media, and wherein each of said physical storage media in the set contains the manifest file.

6. (Canceled)

7. (Previously Presented) A method according to claim 1, wherein the manifest file includes a block message digest for verifying integrity of the programming content.

8. (Previously Presented) A method according to claim 1, wherein the manifest file includes, for each chunk of data, a message digest for verifying the integrity of said each chunk of data.

9. (Original) A method according to claim 1, wherein the manifest file identifies each chunk of data in the programming content.

10. (Previously Presented) A method for use in delivering programming content, said method comprising:

- (a) dividing programming content into smaller chunks of data, wherein said programming content comprises at least one of (i) a software program or (ii) content for playing on an electronic device;
- (b) creating a chunk file for each chunk of data, said chunk file including said chunk of data; and

(c) generating a manifest file that includes information describing how to at least one of execute or play the chunks of data,

wherein the manifest file includes plural sets of information, each set of information describing how to execute or play the chunks of data in a different predetermined manner.

11. (Currently Amended) A method for use in receiving programming content, said method comprising:

(a) receiving plural chunk files and a manifest file, the chunk files including chunks of data that together make up programming content, the programming content comprising at least one of (i) a software program or (ii) content for playing on an electronic device, and the manifest file including information describing how to at least one of execute or play the chunks of data;

(b) storing the chunks of data; and

(c) at least one of executing or playing the chunks of data according to the information in the manifest file,

wherein at least ~~some one~~ one of the chunk files ~~are received in step (a)~~ is received electronically and at least one of the chunk files received in step (a) is received on at least one a physical storage medium.

12. (Original) A method according to claim 11, wherein in step (b) the chunks of data are stored such that each chunk remains separately identifiable.

13-14 (Canceled)

15. (Currently Amended) A method according to claim 11, wherein the chunk files are distributed across a set of ~~said~~ physical storage media, and wherein each of said physical storage media in the set contains the manifest file.

16. (Canceled)

17. (Previously Presented) A method according to claim 11, wherein the manifest file includes a block message digest for verifying integrity of the programming content.

18. (Previously Presented) A method according to claim 11, wherein the manifest file includes, for each chunk of data, a message digest for verifying the integrity of said each chunk of data.

19. (Original) A method according to claim 11, wherein the manifest file identifies each chunk of data in the programming content.

20. (Previously Presented) A method for use in receiving programming content, said method comprising:

(a) receiving plural chunk files and a manifest file, the chunk files including chunks of data that together make up programming content, the programming content comprising at least one of (i) a software program or (ii) content for playing on an electronic

device, and the manifest file including information describing how to at least one of execute or play the chunks of data;

(b) storing the chunks of data; and

(c) at least one of executing or playing the chunks of data according to the information in the manifest file,

wherein the manifest file includes plural sets of information, each set of information describing how to execute or play the chunks of data in a different predetermined manner.

21. (Previously Presented) A method according to claim 1, wherein the chunk file for each chunk of data also includes a message digest for verifying integrity of said chunk of data.

22. (Previously Presented) A method according to claim 10, wherein the chunk file for each chunk of data also includes a message digest for verifying integrity of said chunk of data.

23. (Previously Presented) A method according to claim 11, wherein each chunk file also includes a message digest for verifying integrity of the chunk of data within the chunk file.

24. (Previously Presented) A method according to claim 20, wherein each chunk file also includes a message digest for verifying integrity of the chunk of data within the chunk file.